REMARKS

The present application includes claims 1-34, which have been rejected by the Examiner.

Claims 1-34 were rejected under 35 U.S.C. 103(a) as being unpatentable over Berg (U.S. Patent No. 5,779,545) in view of Schneier (U.S. Patent No. 5,871,398). As indicated by the Examiner, Berg fails to disclose transferring game information or a random number seed to a smart card or smart card chip. The Applicant notes that a smart card or smart card chip is but one embodiment as claimed in dependent claims 3, 13, 17, 27, and 33. Additionally, Berg discusses buffering of seeds to reduce delay but does not teach or suggest storing information for future games or allowing play to continue based on a series of random number seeds. *See, e.g.,* col. 5, line 38 and Col. 6, line 33. However, while the Examiner asserts that Schneier remedies the deficiencies of Berg with respect to the claimed invention by transferring authenticatable game authorization messages (AGAM) to a remote gaming machine, the Applicant respectfully submits that any combination of Berg and Schneier fails to teach or suggest all of the limitations of the presently claimed invention.

In Berg, a central computer outputs random numbers or random number seeds to a plurality of gaming terminals simultaneously. Col. 2, lines 10-18. Each gaming terminal outputs a win or loss outcome based on the seed received from the central computer. Col. 2, lines 18-20. In Schneier, players can purchase instant-type lottery game outcomes or electronic tickets from a randomized prize data stream in a central computer and view the outcomes on remotely disposed gaming computers. *See, e.g.,* Abstract. The central authority authorizes players to play games on a game computer and verifies solutions to

those games played at the game computer. Col. 4, lines 47-52. The game computer requests authorization for one or more games from the central management computer, and the central management computer communicates an authenticatable game authorization message to the game computer after payment for the game by the player. Col. 5, lines 1-18. The central management computer has a memory area for each game computer that stores information related to the computer and provides for verification and redemption of winnings. Col. 7, lines 3-9. A history of outcomes and authorizations may also be reviewed at the central management computer. Col. 7, lines 24-26. Outcomes are not generated until a game is purchased. Col. 9, line 35 – col. 10, line 4. In an embodiment, the authorization message of Schneier may be written to memory in a smart card which is then read and used by the game computer.

Thus, neither Berg nor Schneier (and thus no combination of Berg and Schneier) teaches or fairly suggests, among other things, producing or calculating, in a secure storage and processing device, a set of random numbers indicating a game or gamble outcome from a server-provided seed to play a game. Such a limitation is recited in independent claims 1, 15, 31 and 34. Neither Berg nor Schneier teaches or fairly suggests a secure storage and processing device as recited in claims of the present application. Any discussion of a "smart card" in Schneier indicates that the smart card is simply a memory to hold an authorization to play a game which then allows the game computer to generate a game outcome. Therefore, for at least these reasons, the Applicant respectfully submits that the claims of the present application should be allowable.

In addition to the discussion above, several further reasons demonstrate that neither Berg nor Schneier teaches or fairly suggests limitations of the dependent claims of the present application. For example, neither reference discloses a gaming server communicating new random seeds to a secure storage and processing device via a gaming console to recharge the games stored on the secure storage and processing device, as recited in claims 8, 22 and 32. As another example, neither Berg nor Schneier discloses a secure storage and processing device programmed with a maximum loss value which will inhibit further play of games when the maximum loss value is exceeded, as recited in claims 11, 12, 25 and 26. As a further example, neither reference teaches or suggests a secure storage and processing device read/write interface for a gaming console that communicates with secure storage on a smartcard via a secure communications system provided by a further smartcard device. Such a limitation is recited in dependent claims 13 and 27. Neither reference teaches or suggests a secure storage and processing device including a random number generator, as recited in claim 16. Neither reference discloses a secure storage and processing device that includes a selection means for choosing game outcomes, as recited in claim 19 of the present application. Neither reference discloses a non-volatile memory provided in a smartcard device for recording player bet values and a total value owed to the player.

Therefore, for at least these reasons, the Applicant submits that the pending claims of the present application should be allowable and the Examiner's rejection withdrawn.
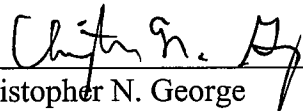
CONCLUSION

It is submitted that the present application is in condition for allowance and a Notice of Allowability is respectfully solicited. If the Examiner has any questions or the Applicant can be of any assistance, the Examiner is invited and encouraged to contact the Applicant at the number below.

The Commissioner is authorized to charge any additional fees or credit overpayment to the Deposit Account of MHM, Account No. 13-0017.

Respectfully submitted,

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